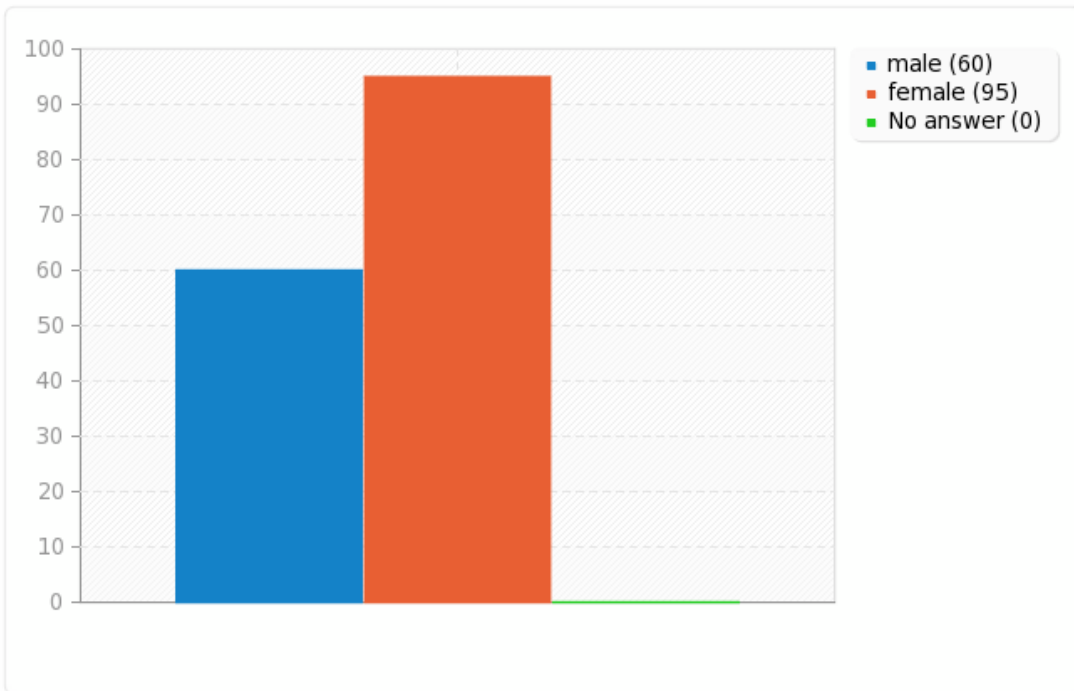# Results

## Survey 333226

| | |
|---|---|
| Number of records in this query: | 155 |
| Total records in survey: | 155 |
| Percentage of total: | 100.00% |

# Field summary for gender

## Your gender

| Answer | Count | Percentage |
|---|---|---|
| male (A1) | 60 | 38.71% |
| female (A2) | 95 | 61.29% |
| No answer | 0 | 0.00% |

# Field summary for gender

## Your gender

# Field summary for age

## How old are you?

| Calculation | Result |
| --- | --- |
| Count | 155 |
| Sum | 3081.0000000000 |
| Standard deviation | 6.37 |
| Average | 19.88 |
| Minimum | 14.0000000000 |
| 1st quartile (Q1) | 14 |
| 2nd quartile (Median) | 17 |
| 3rd quartile (Q3) | 24 |
| Maximum | 35.0000000000 |

**Null values are ignored in calculations**
**Q1 and Q3 calculated using minitab method**

# Field summary for country

## What is your country?

| Answer |
|--------|
| France (A1) |
| Ghana (A2) |
| Greece (A3) |
| India (A4) |
| Nepal (A5) |
| Romania (A6) |
| Spain (A7) |
| Thailand (A8) |
| No answer |

Field summary for country

What is your country?

# Field summary for country

## What is your country?

# Field summary for howoften

How often do you buy the toys or games:

| Answer | Count | Percentage |
|---|---|---|
| Never (1) | 10 | 6.45% |
| Rarely (2) | 80 | 51.61% |
| Sometimes (3) | 48 | 30.97% |
| Often (4) | 17 | 10.97% |
| No answer | 0 | 0.00% |

Field summary for howoften
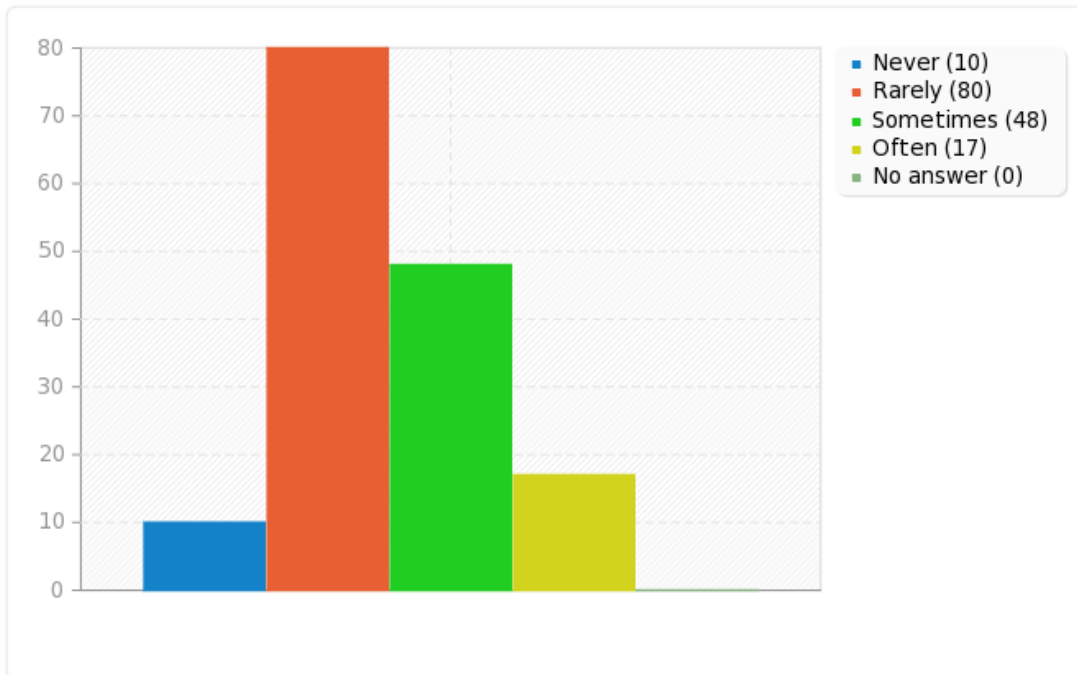
# Field summary for howoften

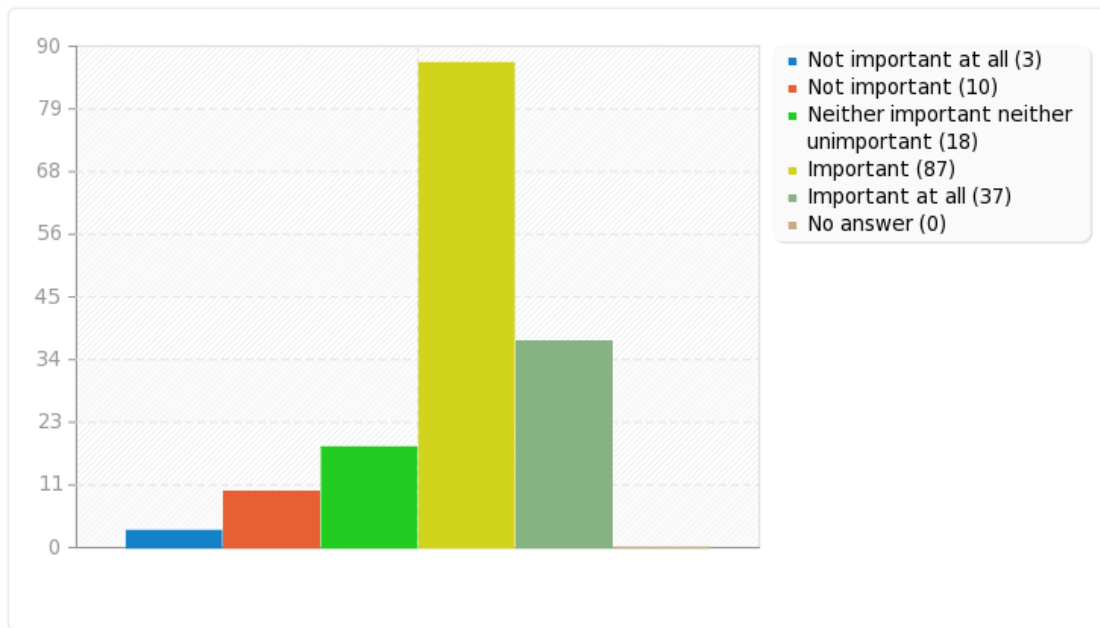## How often do you buy the toys or games:

## Field summary for importance(SQ001)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Price]

| Answer | Count | Percentage |
|---|---|---|
| Not important at all (1) | 3 | 1.94% |
| Not important (2) | 10 | 6.45% |
| Neither important neither unimportant (3) | 18 | 11.61% |
| Important (4) | 87 | 56.13% |
| Important at all (5) | 37 | 23.87% |
| No answer | 0 | 0.00% |

# Field summary for importance(SQ001)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Price]
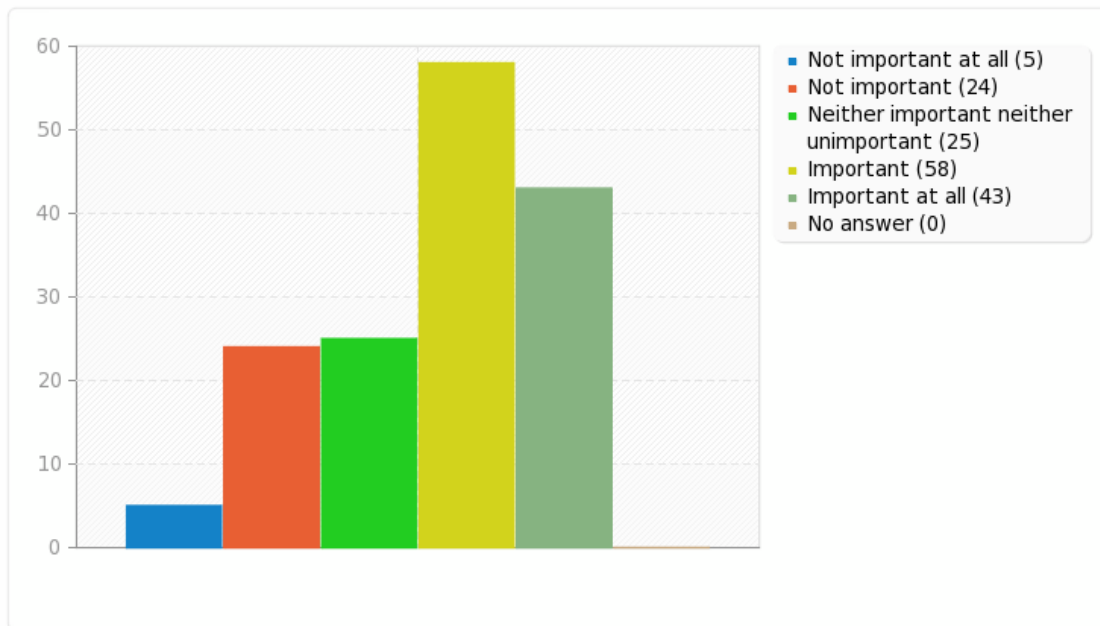
## Field summary for importance(SQ002)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Materials from which it is made]

| Answer | Count | Percentage |
|---|---|---|
| Not important at all (1) | 5 | 3.23% |
| Not important (2) | 24 | 15.48% |
| Neither important neither unimportant (3) | 25 | 16.13% |
| Important (4) | 58 | 37.42% |
| Important at all (5) | 43 | 27.74% |
| No answer | 0 | 0.00% |

# Field summary for importance(SQ002)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Materials from which it is made]



Legend:
- Not important at all (5)
- Not important (24)
- Neither important neither unimportant (25)
- Important (58)
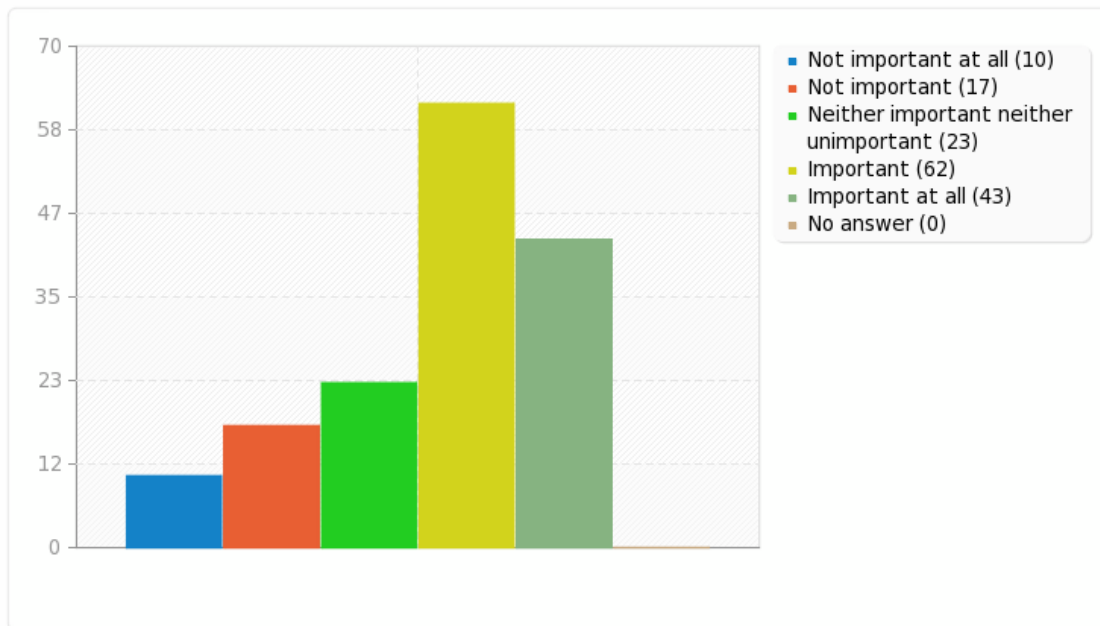- Important at all (43)
- No answer (0)

# Field summary for importance(SQ003)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [The age-appropriate adjustment of the toy]

| Answer | Count | Percentage |
|---|---|---|
| Not important at all (1) | 10 | 6.45% |
| Not important (2) | 17 | 10.97% |
| Neither important neither unimportant (3) | 23 | 14.84% |
| Important (4) | 62 | 40.00% |
| Important at all (5) | 43 | 27.74% |
| No answer | 0 | 0.00% |

# Field summary for importance(SQ003)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [The age-appropriate adjustment of the toy]

# Field summary for importance(SQ004)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Manufacturer of the toy]

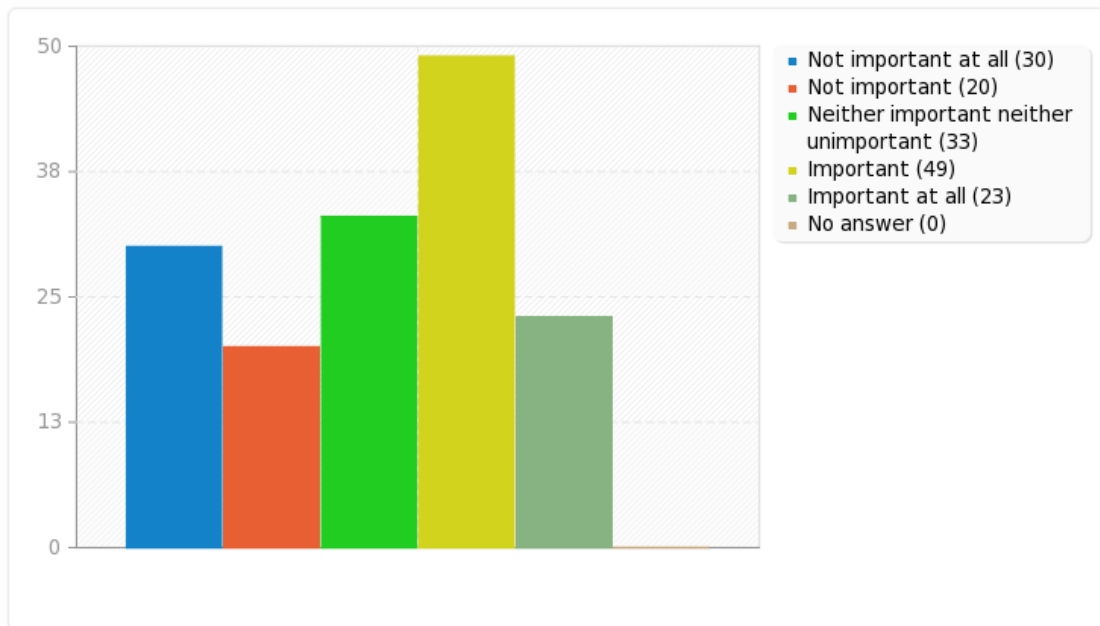| Answer | Count | Percentage |
|---|---|---|
| Not important at all (1) | 30 | 19.35% |
| Not important (2) | 20 | 12.90% |
| Neither important neither unimportant (3) | 33 | 21.29% |
| Important (4) | 49 | 31.61% |
| Important at all (5) | 23 | 14.84% |
| No answer | 0 | 0.00% |

# Field summary for importance(SQ004)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Manufacturer of the toy]

# Field summary for importance(SQ005)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Biodegradability]

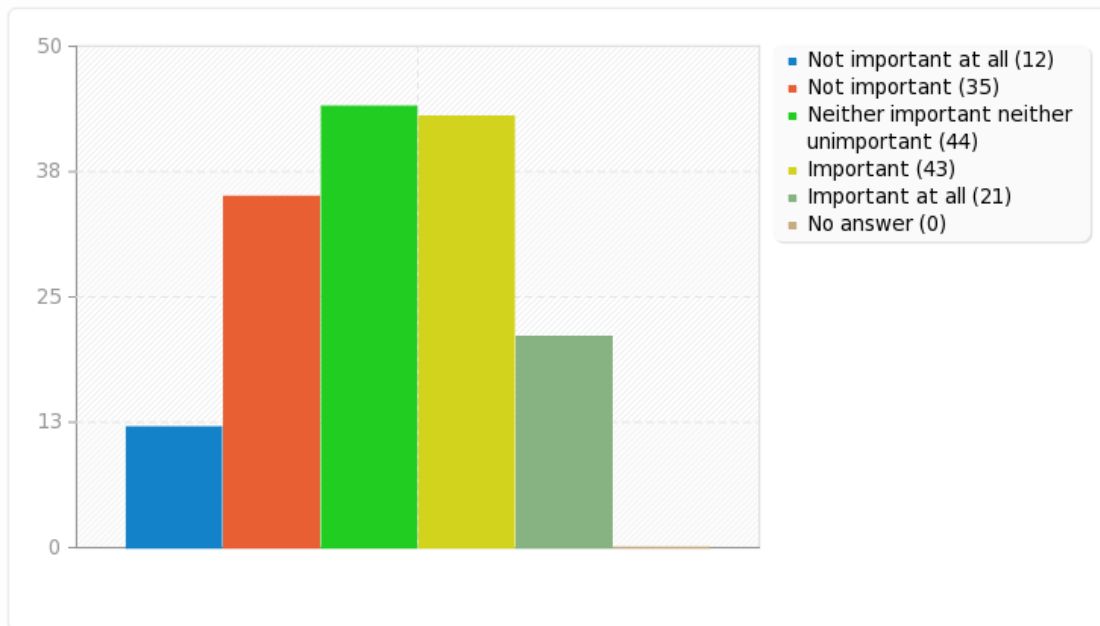| Answer | Count | Percentage |
|---|---|---|
| Not important at all (1) | 12 | 7.74% |
| Not important (2) | 35 | 22.58% |
| Neither important neither unimportant (3) | 44 | 28.39% |
| Important (4) | 43 | 27.74% |
| Important at all (5) | 21 | 13.55% |
| No answer | 0 | 0.00% |

# Field summary for importance(SQ005)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Biodegradability]

# Field summary for importance(SQ006)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Design of the toy]

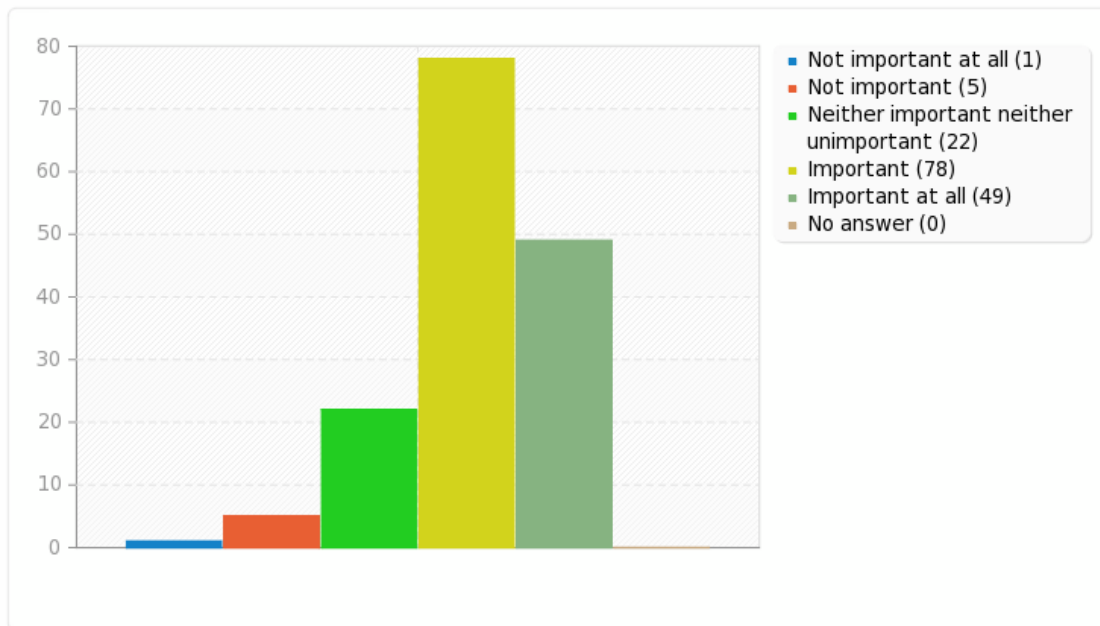| Answer | Count | Percentage |
|---|---|---|
| Not important at all (1) | 1 | 0.65% |
| Not important (2) | 5 | 3.23% |
| Neither important neither unimportant (3) | 22 | 14.19% |
| Important (4) | 78 | 50.32% |
| Important at all (5) | 49 | 31.61% |
| No answer | 0 | 0.00% |

# Field summary for importance(SQ006)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Design of the toy]



Legend:
- Not important at all (1)
- Not important (5)
- Neither important neither unimportant (22)
- Important (78)
- Important at all (49)
- No answer (0)

# Field summary for importance(SQ007)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Leisure aspect]

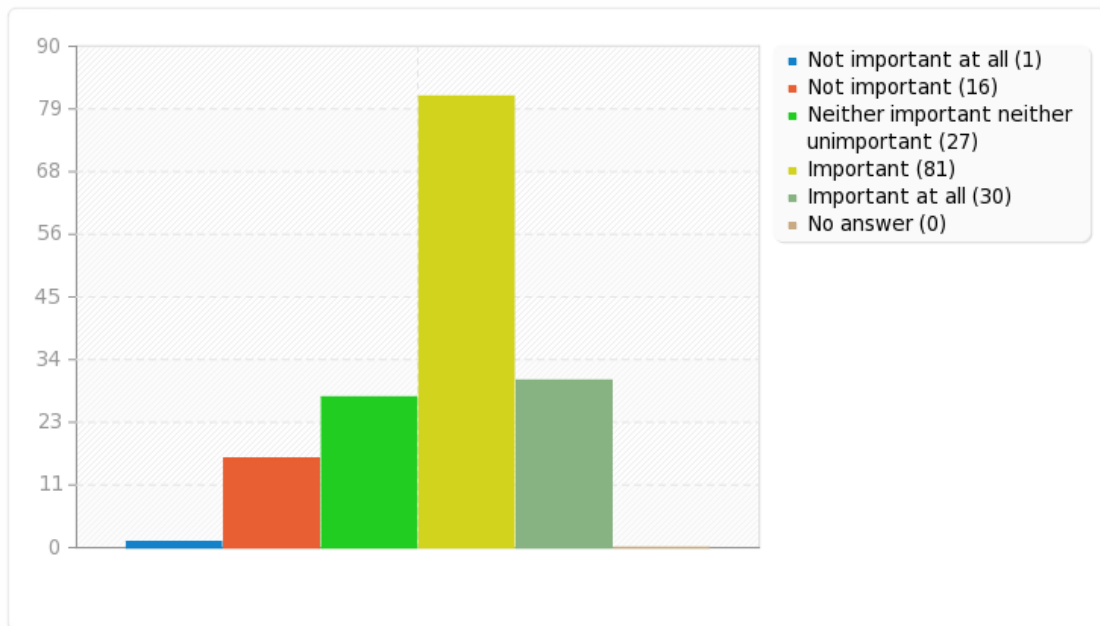| Answer | Count | Percentage |
|---|---|---|
| Not important at all (1) | 1 | 0.65% |
| Not important (2) | 16 | 10.32% |
| Neither important neither unimportant (3) | 27 | 17.42% |
| Important (4) | 81 | 52.26% |
| Important at all (5) | 30 | 19.35% |
| No answer | 0 | 0.00% |

# Field summary for importance(SQ007)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Leisure aspect]

## Field summary for importance(SQ008)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Earning & pedagogical  aspect]

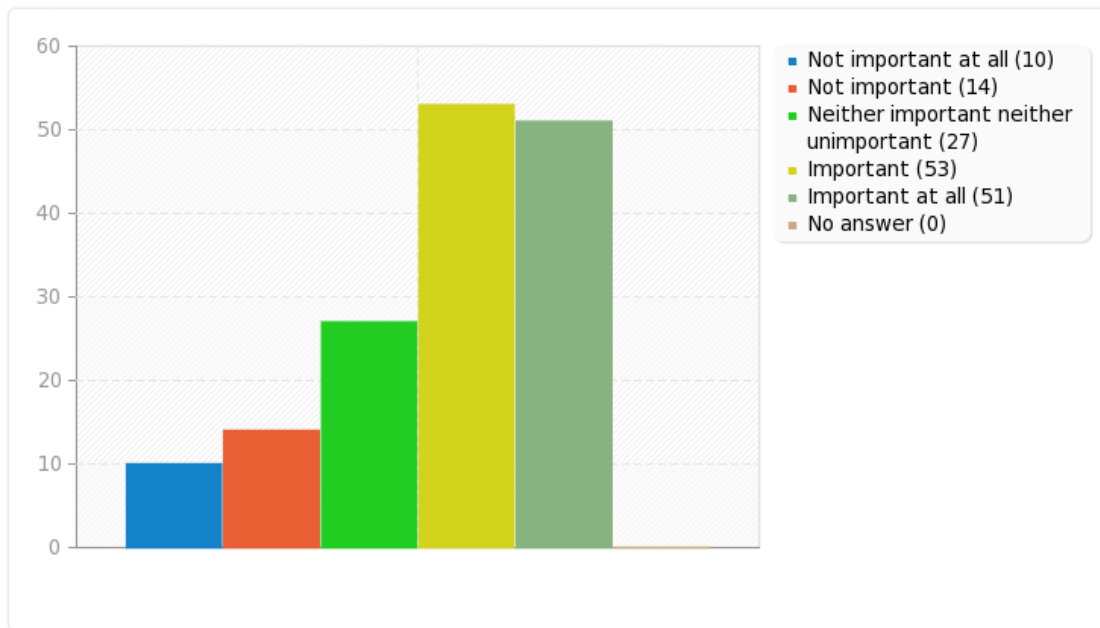| Answer | Count | Percentage |
|---|---|---|
| Not important at all (1) | 10 | 6.45% |
| Not important (2) | 14 | 9.03% |
| Neither important neither unimportant (3) | 27 | 17.42% |
| Important (4) | 53 | 34.19% |
| Important at all (5) | 51 | 32.90% |
| No answer | 0 | 0.00% |

# Field summary for importance(SQ008)

When you are buying the toys or games, how much the following aspects or characteristics of game or toy is important for you  [Earning & pedagogical  aspect]
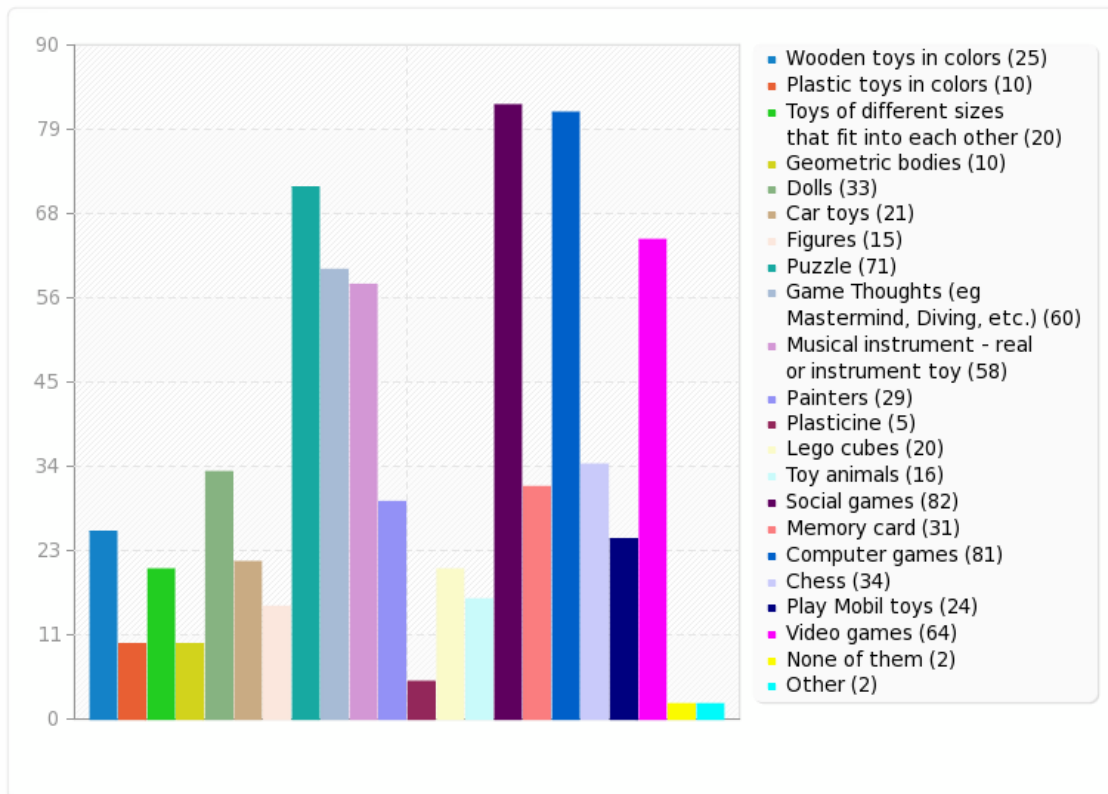
# Field summary for types

## What kind or type of the toys you are the mostly interested in (choose up to five):

| Answer | Count | Percentage |
|---|---|---|
| Wooden toys in colors (SQ001) | 25 | 16.13% |
| Plastic toys in colors (SQ002) | 10 | 6.45% |
| Toys of different sizes that fit into each other (SQ003) | 20 | 12.90% |
| Geometric bodies (SQ004) | 10 | 6.45% |
| Dolls (SQ005) | 33 | 21.29% |
| Car toys (SQ006) | 21 | 13.55% |
| Figures (SQ007) | 15 | 9.68% |
| Puzzle (SQ008) | 71 | 45.81% |
| Game Thoughts (eg Mastermind, Diving, etc.) (SQ009) | 60 | 38.71% |
| Musical instrument - real or instrument toy (SQ010) | 58 | 37.42% |
| Painters (SQ011) | 29 | 18.71% |
| Plasticine (SQ012) | 5 | 3.23% |
| Lego cubes (SQ013) | 20 | 12.90% |
| Toy animals (SQ014) | 16 | 10.32% |
| Social games (SQ015) | 82 | 52.90% |
| Memory card (SQ016) | 31 | 20.00% |
| Computer games (SQ017) | 81 | 52.26% |
| Chess (SQ018) | 34 | 21.94% |
| Play Mobil toys (SQ019) | 24 | 15.48% |
| Video games (SQ020) | 64 | 41.29% |
| None of them (SQ021) | 2 | 1.29% |
| Other | 2 | 1.29% |

| ID | Response |
|---|---|
| 5 | Plushies |
| 68 | Radio control |

# Field summary for types

## What kind or type of the toys you are the mostly interested in (choose up to five):



Legend:
- Wooden toys in colors (25)
- Plastic toys in colors (10)
- Toys of different sizes that fit into each other (20)
- Geometric bodies (10)
- Dolls (33)
- Car toys (21)
- Figures (15)
- Puzzle (71)
- Game Thoughts (eg Mastermind, Diving, etc.) (60)
- Musical instrument - real or instrument toy (58)
- Painters (29)
- Plasticine (5)
- Lego cubes (20)
- Toy animals (16)
- Social games (82)
- Memory card (31)
- Computer games (81)
- Chess (34)
- Play Mobil toys (24)
- Video games (64)
- None of them (2)
- Other (2)

# Field summary for interest

## How much will you be interested in creating toys by yourself :

| Answer | Count | Percentage |
|---|---|---|
| Not interested at all (1) | 10 | 6.45% |
| Not interested (2) | 15 | 9.68% |
| Neither interested neither uninterested (3) | 26 | 16.77% |
| Interested (4) | 71 | 45.81% |
| Interested at all (5) | 33 | 21.29% |
| No answer | 0 | 0.00% |

# Field summary for interest

## How much will you be interested in creating toys by yourself :
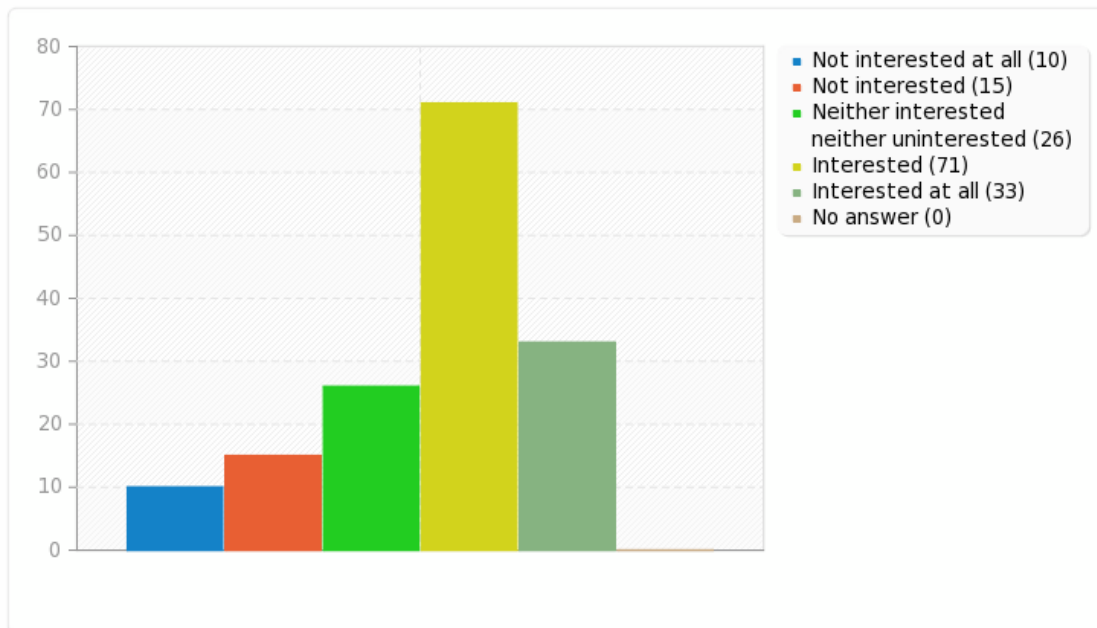
# Field summary for need

Since that you are interested in, what kind of support you need (you can chose more than one):

| Answer | Count | Percentage |
|---|---|---|
| Educational support (in terms of training) (SQ001) | 94 | 72.31% |
| Support in materials selection (SQ002) | 69 | 53.08% |
| Support in developmental psychology (knowing connection between age and appropriate toy) (SQ003) | 53 | 40.77% |
| Knowing market needs (SQ004) | 42 | 32.31% |
| Knowing selling strategies (SQ005) | 37 | 28.46% |
| Other | 2 | 1.54% |

| ID | Response |
|---|---|
| 68 | money |
| 83 | SOY AUTOSUFICIENTE |

# Field summary for need

Since that you are interested in, what kind of support you need (you can chose more than one):